

# TAITO

# BATTLESHARK



HIGH RESOLUTION  
GRAPHICS  
TRUE STEREO SOUND

AT THE START OF EACH STAGE, BATTLESHARK IS ARMED WITH A SPECIFIC NUMBER OF TORPEDOS, AFTER ALL TORPEDOS HAVE BEEN FIRED THEY WILL BE REPLACED AFTER A SPECIFIC TIME PERIOD.

THE NUMBER OF TORPEDOS IS INCREASED BY DEFEATING THE SURPRISE PRINCIPAL ENEMY AT THE END OF EACH STAGE.

BATTLESHARK RECEIVES AND DISPLAYS DAMAGE BY ENEMY TORPEDOS AND COLLISIONS.

ENEMY TORPEDOS MAY BE DESTROYED BY BATTLESHARKS TORPEDOS.

BATTLESHARKS FIGHTING ABILITY CAN BE INCREASED BY HITTING THE ROUND COLOURED BONUS MINES APPEARING DURING GAME PLAY.

HEIGHT 73in., 185.4cm.  
DEPTH 43in., 109.2cm.  
WIDTH 27in., 69.8 cm.  
355lbs.

## TWIN MONITOR INTERGALACTIC WAR GAME.



WIDTH 38in., 950cm.  
HEIGHT 74in., 1850cm  
DEPTH 45in., 1125cm  
240 kilos.



SPECIFICATION SUBJECT TO CHANGE WITHOUT PRIOR NOTICE

TAITO

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